INSTRUCTIONS FOR ATARI AND APPLE

RAID OVER MOSCOW

Please read thoroughly before beginning.

RAID OVER MOSCOW is a multi-screen action game which requires different skills and provides new sequences as you progress through the game. As squadron commander of the U.S. Defense Space Station, you will lead your commandos on a virtual suicide mission. You will attempt to stop the nuclear attack. If your force is successful in knocking out the Soviet launch sites, you must go into the city of Moscow itself. Armed with only the weapons you can carry, your commandos lead an assault on the Soviet Defense Center.

LOADING THE GAME

Please be advised, Commander, that this is a very difficult mission. The chances of you and your men returning are very small. If you still wish to volunteer, do the following:

APPLE: INSERT DISK AND REBOOT

ATARI: INSERT DISK AND REBOOT

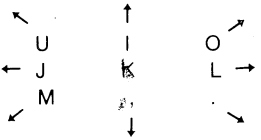
JOYSTICK AND KEYBOARD CONTROLS

ATARI:

Raid Over Moscow requires that a joystick be plugged into control Port 1.

APPLE:
For joystick control, plug joystick into control Port.

The Keyboard controls are as follows:



To shoot objects when using the Keyboard:
Key D - corresponds to Button 0
Key F - corresponds to Button 1

When reference is made to joystick controls please refer to this section for corresponding keyboard control.

LEVEL SELECTION

After the game has finished loading, the title screen will be displayed. Press "1", "2", or "3" to select levels one, two, or three respectively.

If you wish to review the game scenario on APPLE, press "U". The scenario is automatically displayed on the ATARI version. To view a demo for either version, press "D".

PLAYING INSTRUCTIONS

SEQUENCE I—SAC HEADQUARTERS

The opening sequence is a world overview from Strategic Air Command Headquarter (SAC). This computer overview alerts U.S. Commanders of any nuclear activity. When a Soviet launch has occurred, the launch point will turn white on the screen. The computer immediately identifies the launch site, the target, and time to impact. The Soviet Missiles will be identifiable on the screen as a small cluster of white dots heading toward the U.S. Above the Earth is a white figure which is the U.S. Space Station equipped with Stealth Fighter Aircraft. After a launch has been detected, you may enter the space station by pressing the "space bar" on the keyboard, or pressing the button on the joystick.

SEQUENCE II—DEFENSE TACTICS

Once inside the space station, fighter pilots will begin to take their planes out of the station. Because the aircraft is in a semi-weightless condition, control is handled by three thrusters and the main engine.

JOYSTICK CONTROL

PUSHING LEFT OR RIGHT on the stick will rotate the aircraft to the left or right, thus controlling the direction that you are facing.

PUSHING THE BUTTON will fire the vertical thruster, which will raise the aircraft off the launch deck.

PUSHING FORWARD on the stick will fire the main engine causing the aircraft to accelerate in the direction it is facing.

PULLING BACK on the stick has NO EFFECT since there are no brakes. Once moving in a certain direction, the only way to slow your speed is to rotate (by pushing left or right) until you are flying backwards, and then fire the main engine (push forward on the stick).

KEYBOARD CONTROL (APPLE)

PUSHING THE "J" OR "L" KEY will rotate the aircraft left or right, thus controlling the direction you are facing.

PRESSING THE "F" KEY will fire the vertical thruster, which will raise the aircraft off the launch deck.

PRESSING THE "I" KEY will fire the main engine causing the aircraft to accelerate in the direction it is facing.

PRESSING THE "," (comma) has NO EFFECT since there are no brakes. Once moving in a certain direction, the only way to slow your speed is to rotate until you are flying backwards and then fire the main engine.

PRESSING THE "D" KEY will open the hanger doors.

GRAVITY is very slight, and you will gradually begin to fall back to the deck unless you press the button occasionally to maintain your altitude. If you hit the launch deck too hard, your craft will be destroyed.

OPENING THE HANGER DOORS

ATARI: Press the "space bar".
APPLE: Press the joystick button (trigger).
The doors will stay open only for a short period of time.

NOTE: To open the doors on levels 2 and 3, your aircraft must be off the launch pad. You will need to give the craft vertical thrust to raise the craft off the pad.

Once outside the space station, the screen will switch to the overview. Your craft will be identified by a flashing white dot. At this point, you must decide either to attack the launch point (identified by the white launch site) or to take more planes out of the station. If you decide to attack, guide your craft by the joystick or keyboard to the target.

Note: Taking More Planes Out

The advantages to taking more planes out is that if you lose one you will not have to come back to get another plane from the space station. One will appear at the point at which your last one was destroyed. If you wish to bring additional aircraft out of the station, press the "space bar" and follow the same procedure as before.

You may switch back and forth between the station and the overview scene at anytime. On ATARI, press the "return" key to go outside and the "space" bar to go back inside the station. On APPLE press "space bar". (When in the station, your altitude must be zero.)

STRATEGY TIP

Once the launch silos are destroyed (explained in the next two scenarios) all remaining aircraft will go back inside the station. Each time you attack a new city and destroy the launch site, you will have to go back inside the hanger. Because of this, take out only the number of aircraft you believe will be required to destroy one launch site. This will save time and allow you a better chance to destroy the site before the missiles hit U.S. targets.

SEQUENCE III—ATTACK RUN

Now that you are in Soviet airspace, you begin your attack run on the Soviet launch sites. In order to reach the launch sites, you must first make a run through enemy territory to reach the missile silos. To avoid Soviet radar, your craft will have to fly at a very low level. This allows Soviet ground defense a chance to shoot you down. Various defense weapons will appear as you travel. Each of these are worth points. To avoid Soviet heat seeking missiles, which will come up from behind, fly as low as you can to the ground. Once they have flown past you, shoot the missile down for additional points.

ATTACK RUN CONTROLS—the controls for this scene are similar to the controls for a real jet aircraft. Push joystick left to bank left, right to bank right. Push forward to dive and pull back to climb.

For Apple Keyboard: press "J" to bank left. Press "L" to bank right. Press "I" to dive. Press "," (comma) to climb. Press "D" or "F" to fire.

On level 1, you are prevented from crashing to the ground, but not on levels 2 or 3.

After the run through enemy territory is completed, prepare to destroy the launch silos.

SEQUENCE IV—THE MISSILE SILOS

Once you reach the missile silos, check the control panel to see how much time before the missiles hit the U.S.

In this scene there is one main control silo surrounded by four launch silos. Control of your aircraft is the same as the attack run:

Move the joystick left to move left.
Move the joystick right to move right.
Push forward to dive.
Pull back to climb.

Each silo has a small window which you must fire a rocket through in order to destroy it.

On ATARI when you are properly lined up and on target, your aircraft will turn RED. On APPLE, your aircraft will turn BLACK.

As you attempt to line up on a target, the silo defense system will fire at you. You can avoid the enemy rockets by moving left or right or by moving up or down. The elevation of the enemy rocket is set at the same elevation as your aircraft at the time of firing.

The Center Silo is the control silo. The nuclear missiles launched are controlled from this point.

When this silo is destroyed, the missiles can no longer be controlled and cannot be detonated. This silo can be destroyed first if time is running out, but when it is hit, the attack will stop and you will switch back to the computer overview. The silos located on the side of the Control Silo are worth high points. In addition, when you destroy one of these silos, you will be awarded an extra aircraft (you may have 9 aircraft maximum). If you destroy all the silos in the scene, extra points will be added to your score.

As you attempt to destroy the silos, enemy aircraft will enter from the left and try to shoot you down.

NOTE:
Pay close attention to the "Time to Impact" heading on the control panel. If time is running out, you may want to attack the main control silo first. However, because each silo is worth an extra plane and a considerable amount of points, destroying all of the silos will greatly enhance your score.

SEQUENCE V—THE SOVIET DEFENSE CENTER

You will not be allowed to attack the Soviet Defense Center in Moscow until you have destroyed each of the three perimeter launch sites at Leningrad, Minsk, and Saratov. After the last perimeter site is destroyed, you will make a final attack run into the city of Moscow. Your mission is to blow up the Defense Center. If you are successful, you will set Soviet military strength back ten years!

The scene opens with a U.S. Commando in a trench behind a stone wall in front of the Defense Center. To control movement from side to side, move the joystick left and right. Moving the joystick forward and back controls the elevation of the rocket launcher on the shoulder. Once a target is lined up, use the button to fire.

TARGETS-Soldiers are located on the walls on both sides of the Defense Center. These soldiers will fire at you, so it is imperative not to stay in the same position for very long in the trench.

Secondary targets include all of the towers on the buildings. These can be destroyed to increase your score.

Other targets are the doors located directly ahead of you. One of these doors is an entrance into the reactor room (the next scene). On ATARI, the entrance to the reactor room is the blue door. On APPLE, the entrance to the reactor room is white. The door is randomly selected and will be different each time.

Enemy tanks will come out of side doors and try to stop you. Again, if you stay in one position too long, you're likely to get blasted.

ENTERING THE REACTOR

Once all the soldiers are eliminated, the tank destroyed, and the door opened, you will progress to the next scene. Remember, however, that all the towers on the building can be destroyed for additional points.

Once a soldier is shot off the wall, he will be replaced after a certain amount of time. Keep this in mind when you are playing because you will not be able to progress to the next scene until the proper door is exposed and there are no men or tanks in the scene.

SEQUENCE VI—INSIDE THE REACTOR ROOM

Now you have penetrated the Soviet Defense Center and are inside the nuclear reactor chamber which is the power source of the facility.

Description of the Screen

A maintenance robot will travel from side to side injecting coolant into the cells to keep the reactor temperature stable. If the cooling process is interrupted, the reactor will overheat and become unstable. The system will gradually reach critical mass and explode.

Your objective is to sabotage this operation by neutralizing the maintenance robot.

The robot has defense capabilities and will be able to sense your presence inside the facility. He will begin automatically firing at you. In addition, he is invulnerable to a frontal attack. The robot does have an Achilles' Heel. If the robot is hit from behind, the control circuits can be damaged and it can eventually be destroyed.

Because the robot maintenance area cannot be penetrated, your weapon is a small disc grenade. To hit the robot from behind, your disc must be bounced off the rear wall of the facility.

To help you get the proper angle, you also have a laser beam guidance system. This appears as a small black dot on the back wall. To adjust the guidance system, push forward on the joystick to move right and pull back to move the target left.

To move your commando, push the joystick left or right. When your commando and target are properly lined up, push the button on the joystick to *release* the disc.

You have only a certain number of discs and men. You can retrieve your discs by catching them before they pass you. Each time a disc hits the robot, that disc is lost. You are awarded an extra disc when a robot is destroyed. To catch a disc, you must move your man directly in front of the disc as it comes towards you. Each robot will require four hits from behind to destroy it. More than one robot will need to be destroyed to accomplish your mission. The number of robots which must be destroyed is as follows:

Level 1	2 Robots
Level 2	4 Robots
Level 3	5 Robots

In addition, each time you hit the robot, it moves faster and becomes more aggressive. The number of men you have in this scene will be determined by how successful you have been throughout the game. Once you are out of men, the game is over. If you run out of discs and you still have men left, you will have to go back outside to the previous scene (Defense Center) and battle back inside in order to have more discs.

In some cases, you may want to sacrifice a man in order to save a disc. If the disc is still on the screen when a man is lost, the disc will be saved.

After the next to last robot is destroyed, the final robot offers up a big problem. This last robot is so aggravated by your presence that he neglects the reactor, which is already unstable. This will cause the reactor to go critical. On the right edge of the screen is a time that will show the amount of time to ETCM (Estimated Time To Critical Mass). At critical mass the reactor will explode taking the Defense Center with it. Whether you escape alive or not will be determined at this point. If you destroy the robot with enough time left to make it to your plane, you will survive. If not, we will notify your family.

SCENE VII—THE FINAL CHAPTER

This scene will let you know if your mission is entirely successful. If you escape, you will be awarded considerable bonus points.

ADDITIONAL FEATURES

Pause Feature

To stop all action push the following keys:

ATARI: Press the ESC key. To continue, move the joystick.

APPLE: Press the "P" key. To continue, press ANY OTHER KEY.

ABORT: To cancel the game and return to the title screen:
ATARI: Press "T".
APPLE: Press the "CTRL" key and the "R" key simultaneously.

Automatic Demo

If left unattended for approximately one minute, the game will go into demo mode. Under demo the computer will briefly display all of the major action screens. **You may practice any particular part of the game by waiting until the demo reaches that screen, then take control by moving the joystick. You may initiate the demo from the level selection screen by pressing "D".**

TROUBLE-SHOOTING:

If your program fails to load, remove the program disk, turn off the computer and disk drive, and try again. If you still cannot get RAID OVER MOSCOW to load properly, see your local dealer or call us at (801) 298-9077. If you have a Compuserve (TM) account, you may leave comments or questions for us on Compuserve I.D. #70127,766.

Caution:

RAID OVER MOSCOW IS PROTECTED AGAINST UNAUTHORIZED COPYING. Attempting to copy this disk may result in damage to your disk drive.

ACCESS SOFTWARE
2561 SOUTH 1560 WEST, WOODS CROSS, UTAH 84087